Subject: Contribution: Implementations of DCT and IDCT using length-N FFT Posted by tom.grydeland on Fri, 14 Feb 2014 12:09:56 GMT

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Hello all,

I had use for DCTs, and since these are not provided in IDL, I have rolled my own, based on the answers found here:

http://dsp.stackexchange.com/questions/2807/fast-cosine-tran sform-via-fft and the references therein.

The code is 1D only.

I benchmarked the different approaches and found that for shorter inputs, the choice of equivalence (length-N, length-2N pad/mirror, length 4N) didn't make much difference, but for longer inputs (> 1000) the shorter FFT would win big.

The routine DCT implements type-II DCT, while IDCT implements type-III (the common nomenclature). Scaling is the same as used in scipy.fftpack (which is *2 the scaling used in the Wikipedia article on DCT). When keyword /ORTHO is set, orthogonal weighting is used, making these routines equivalent to the (i)dct routines from That Other Vectorized Language[tm].

((The function EXPIDOUBLE, if you don't have it already, simply returns DCOMPLEX(COS(arg), SIN(arg)), which is faster than calling the complex exponential but works only for real inputs.))

I don't claim copyright on this code even if I have written it from scratch. I place it in the public domain. If anyone wants to include it in a code collection (MGUTIL, Coyote's offerings or anything else vaguely useful; or even in IDL itself), feel free. If anyone wants to extend it to multiple dimensions, it should be straightforward, and I don't want any legalese to stand in their way. An acknowledgement would be nice, though.

Regards,

```
; With /ortho keyword reproduces `dct` from Matlab
 http://dsp.stackexchange.com/questions/2807/fast-cosine-tran sform-via-fft
 Type 2 DCT using length N FFT
 Signal [a, b, c, d, e, f] becomes
 [a, c, e, f, b, d]
; i.e. the first half of the input (including the middle point,
; for odd-length input) occupies the odd positions, while the second half,
; reversed, occupies the even positions.
[A, B, C, D, E, F] - j*[0, F, E, D, C, B]
then take the real part to get the DCT
:Params:
  s: required, in, type='1D array'
; :Keywords:
  ortho: optional, in, type=boolean
   if set, use orthogonal normalization (like Matlab's DCT)
function dct, s, ortho=ortho
 sdim = size(s, /dim)
 ;; For now, 1D only
 if n_elements(sdim) ne 1 then message, '1D only for now'
 N = sdim[0]
 N2 = N/2 + (N \mod 2)
 stype = size(s, /type)
 u = [s[0:*:2], reverse(s[1:*:2])]
 ; du = 2*N*fft(u)
 du = 2 * N*real_part(fft(u) * expidouble(-!pi/(2*N) * dindgen(N)))
 if keyword set(ortho) then begin
  du[0] *= sqrt(1/2.)
  du = sqrt(2*N)
 endif
 return, du
end
; doctype='rst'
```

```
; :Author: Tom Grydeland <tom.grydeland@norut.no>
 Discrete cosine transform computed using FFT of length 2N and mirroring
 Without /ortho keyword reproduces `idct` from scipy.fftpack
 (corresponding to 2*DCT-III from Wikipedia)
 With /ortho keyword reproduces `idct` from Matlab
 http://dsp.stackexchange.com/questions/2807/fast-cosine-tran sform-via-fft
 Type 3 DCT using length N FFT
 Use DCT, [A, B, C, D, E, F], to form
  [A, B, C, D, E, F] - j[0, F, E, D, C, B]
; take the inverse FFT of that to get
  [a, c, e, f, b, d]
 which you rearrange to form the IDCT [a, b, c, d, e, f]
 :Params:
  s: required, in, type='1D array'
 :Keywords:
  ortho: optional, in, type=boolean
   if set, use orthogonal normalization (like Matlab's IDCT)
function idct, s, ortho=ortho
 sdim = size(s, /dim)
 ;; For now, 1D only
 if n elements(sdim) ne 1 then message, '1D only for now'
 N = sdim[0]
 t = double(s)
 if keyword set(ortho) then begin
  t[0] *= sqrt(2.)
  t = sqrt(2*N)
 endif
 j = complex(0, 1)
 u = (t - j*reverse([t[1:*], 0])) * expidouble(!pi/(2*N) * dindgen(N))
```

```
u = real_part(fft(u, /inverse))
 N2 = N/2 + (N \mod 2)
 du = dblarr(N)
 du[0:*:2] = u[0:N2-1]
 du[1:*:2] = reverse(u[N2:*])
 return, du
end
```